

Claims

What is claimed is:

Sub. a³ 1. A system for positive-return gambling, comprising:

2 at least one token account for tracking tokens associated with a player;

3 a gambling game apparatus, coupled to the at least one token account,

4 configured to award tokens and to credit and debit the at least

5 one token account, the gambling game apparatus providing a

6 statistically positive token return to players; and

7 a token conversion module for converting tokens according to a token

8 value determined based on a total number of tokens in a set of

9 tokens.

1 2. The system of claim 1, wherein the token conversion module comprises

2 a lottery module for randomly selecting at least one token from the set of tokens,

3 and awarding at least one predefined prize to a player whose account contains

4 the selected token.

1 3. The system of claim 1, wherein the token conversion module deter-

2 mines a cash value for each token by dividing a predetermined cash award by

3 the number of tokens in the set of tokens.

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1 4. The system of claim 3, further comprising a payout module, coupled to
2 the token conversion module, for paying at least a subset of the players the cash
3 value of at least a subset of the tokens in the player's token account.

1 5. The system of claim 1, wherein the set of tokens comprises all tokens
2 awarded to all players.

1 6. The system of claim 1, wherein the set of tokens comprises all tokens
2 awarded within a defined time period.

1 7. The system of claim 1, further comprising an account initializer, cou-
2 pled to the at least one token account, for awarding an initial quantity of tokens
3 to each player.

1 8. The system of claim 1, wherein the token conversion module converts
2 tokens at the expiry of a predetermined time period.

1 9. The system of claim 1, wherein the gambling game apparatus presents
2 a gambling game to be played by a player, and credits and debits the player's to-
3 ken account based on the play of the player.

1 10. The system of claim 9, wherein the gambling game comprises one se-
2 lected from the group consisting of:

3 video poker;
4 slot machine;
5 blackjack;
6 roulette;
7 sports pool;
8 sports book;
9 keno;
10 bingo; and
11 solitaire.

1 11. The system of claim 9, wherein the gambling game comprises a casino
2 game that is modified to increase payout sufficiently to provide a statistically
3 positive return to players.

1 12. The system of claim 9, wherein the token conversion module converts
2 tokens after a predetermined number of definable units of gameplay.

1 13. The system of claim 12, wherein each definable unit of gameplay com-
2 prises a game.

1 14. The system of claim 1, wherein each token account is persistent over at
2 least two gaming sessions.

1 15. The system of claim 1, wherein each token account expires after a pre-
2 determined time period.

1 16. The system of claim 1, wherein the gambling game apparatus com-
2 prises a network-enabled user interface for accepting input and providing output
3 across a network.

1 17. The system of claim 16, wherein the network comprises the Internet.

1 18. The system of claim 1, wherein the gambling game apparatus com-
2 prises an automated game machine.

1 19. The system of claim 1, wherein the gambling game apparatus com-
2 prises a human dealer.

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Sub. a⁴ 20. A method of providing positive-return gambling, comprising:
2 awarding an initial quantity of tokens to at least one player;
3 crediting and debiting at least one player with tokens responsive to the
4 gameplay of the player in a gambling game, the gambling game
5 providing a statistically positive token return to players; and
6 converting tokens according to a token value determined based on a total
7 number of tokens in a set of tokens.

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1 21. The method of claim 20, wherein converting tokens comprises ran-
2 domly selecting at least one token from the set of tokens, and awarding at least
3 one predefined prize to a player having the selected token.

1 22. The method of claim 20, wherein converting tokens comprises deter-
2 mining a cash value for each token by dividing a predetermined cash award by
3 the number of tokens in the set of tokens.

1 23. The method of claim 22, further comprising paying at least a subset of
2 the players the cash value of at least a subset of the tokens in the player's token
3 account.

1 24. The method of claim 20, wherein the set of tokens comprises all tokens
2 awarded to all players.

1 25. The method of claim 20, wherein the set of tokens comprises all tokens
2 awarded within a defined time period.

1 26. The method of claim 20, wherein the step of converting tokens is per-
2 formed at the expiry of a predetermined time period.

1 27. The method of claim 20, wherein the gambling game comprises one
2 selected from the group consisting of:

3 video poker;
4 slot machine;
5 blackjack;
6 roulette;
7 sports pool;
8 sports book;
9 keno;
10 bingo; and
11 solitaire.

1 28. The method of claim 20, wherein the gambling game comprises a ca-
2 sino game that is modified to increase payout sufficiently to provide a statisti-
3 cally positive return to players.

1 29. The method of claim 20, wherein the step of converting tokens is per-
2 formed after a predetermined number of definable units of gameplay.

1 30. The method of claim 29, wherein each definable unit of gameplay
2 comprises a game.

1 31. The method of claim 20, wherein tokens are persistent over at least
2 two gaming sessions.

1 32. The method of claim 20, wherein tokens expire after a predetermined
2 time period.

1 33. The method of claim 20, wherein the gambling game is implemented
2 using a network-enabled user interface for accepting input and providing output
3 across a network.

1 34. The method of claim 33, wherein the network comprises the Internet.

1 35. The method of claim 20, wherein the gambling game is implemented
2 on an automated game machine.

1 36. The method of claim 20, wherein the gambling game is administered
2 by a human dealer.

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Sub. 37. A computer-readable medium comprising computer-readable code for
2 providing positive-return gambling, comprising:
3 computer-readable code adapted to award an initial quantity of tokens to
4 at least one player;
5 computer-readable code adapted to credit and debit at least one player
6 with tokens responsive to the gameplay of the player in a gam-

7 bling game, the gambling game providing a statistically positive
8 token return to players, and
9 computer-readable code adapted to convert tokens according to a token
10 value determined based on a total number of tokens in a set of
11 tokens.

1 38. The computer-readable medium of claim 37, wherein the computer-
2 readable code adapted to convert tokens comprises computer-readable code
3 adapted to randomly select at least one token from the set of tokens, and award
4 at least one predefined prize to a player having the selected token.

1 39. The computer-readable medium of claim 37, wherein the computer-
2 readable code adapted to convert tokens comprises computer-readable code
3 adapted to determine a cash value for each token by dividing a predetermined
4 cash award by the number of tokens in the set of tokens.

1 40. The computer-readable medium of claim 39, further comprising com-
2 puter-readable code adapted to pay at least a subset of the players the cash value
3 of at least a subset of the tokens in the player's token account.

1 41. The computer-readable medium of claim 37, wherein the set of tokens
2 comprises all tokens awarded to all players.

1 42. The computer-readable medium of claim 37, wherein the set of tokens
2 comprises all tokens awarded within a defined time period.

1 43. The computer-readable medium of claim 37, wherein the computer-
2 readable code adapted to convert tokens operates at the expiry of a predeter-
3 mined time period.

1 44. The computer-readable medium of claim 37, wherein the gambling
2 game comprises one selected from the group consisting of:

3 video poker;

4 slot machine;

5 blackjack;

6 roulette;

7 sports pool;

8 sports book;

9 keno;

10 bingo; and

11 solitaire.

1 45. The computer-readable medium of claim 37, wherein the gambling
2 game comprises a casino game that is modified to increase payout sufficiently to
3 provide a statistically positive return to players.

1 46. The computer-readable medium of claim 37, wherein the computer-
2 readable code adapted to convert tokens operates after a predetermined number
3 of definable units of gameplay.

1 47. The computer-readable medium of claim 46, wherein each definable
2 unit of gameplay comprises a game.

1 48. The computer-readable medium of claim 37, wherein tokens are per-
2 sistent over at least two gaming sessions.

1 49. The computer-readable medium of claim 37, wherein tokens expire af-
2 ter a predetermined time period.

1 50. The computer-readable medium of claim 37, wherein the gambling
2 game is implemented using a network-enabled user interface for accepting input
3 and providing output across a network.

1 51. The computer-readable medium of claim 50, wherein the network
2 comprises the Internet.

1 52. The computer-readable medium of claim 37, wherein the gambling
2 game is implemented on an automated game machine.